

REGISTER OF CLASSIFICATION DECISIONS

Title of Publication: Army Men: Sarge's War

Other Known Title: Not Stated

Format: Console Game

Director/Author: Not Stated

Producer/Publisher: Not Stated

Country of Origin: USA

Language: English

Classification:	Objectionable except if the availability of the publication is restricted to persons who have attained the age of 13 years.
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Descriptive Note: Contains violence.

Display Conditions: on film

When the film is in its inactive state:

Nil.

When the film is in its active state:

The film must be publicly displayed only in premises, or a part of premises, set aside for the public display of restricted publications (whether or not articles other than restricted publications are also displayed in those premises or that part of those premises).

on poster

Nil.

Date of entry in Register: 24 June 2005

Date of direction to issue a label: 23 June 2005

Applicant: Secretary for Internal Affairs

Applicant to the Labelling Body: Not Applicable

OFLC No: 500179

Unexcised version of publication: Not Applicable

	Components	Running time
Menu:		
Feature:		
Other timed components:		
Total running time:		

Excisions: No Excisions Recommended

Reasons for excisions:

Not Applicable

**Summary of reasons
for classification:**

The console game *Army Men: Sarge's War* is classified as:
Objectionable except if the availability of the publication is restricted to persons who have attained the age of 13 years.

The game was submitted for classification by the Secretary for Internal Affairs under section 13(1)(b) of the Films, Videos, and Publications Classification Act 1993.

The game's main character is a human-like plastic soldier, Sarge, who is fighting against the Tan army in armed conflict between two different worlds. The player manipulates the character from a third-person perspective and focuses on shooting and destroying his enemies. This killing is not portrayed in a gruesome or bloody manner. The high extent of the violence, however, and military-style manner in which it is carried out, is likely to be disturbing to children and to desensitise them to violent and aggressive behaviour in real life.

The right to freedom of expression has been weighed against the likelihood of injury to the public good. The game's focus on killing people makes a restriction to persons 13 years of age and over necessary. This limitation on the game's availability is the minimum required to reduce the likelihood of injury to the public good arising from the game's potential to negatively influence children.